Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended) ~~Game information for causing an apparatus similar to a computer to function,~~An image generating method performed by an apparatus including a processor, the apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a formed object incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object, so that, when the formed object is placed on the tablet, the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object,

~~wherein the apparatus is caused to function as:~~the method comprising:

~~a change detecting unit for~~ detecting a change of the placed position and the direction obtained from the input system;

~~a selecting unit for~~ selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;

~~a correlating area setting unit for~~ setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting ~~a position of the correlating~~the two-dimensional movement area in a game space;

~~a character control unit for~~ controlling a display position of the character by disposing the ~~character,~~character imitating the figure of the formed ~~object in the~~object in a

position ~~of the correlating~~in the two-dimensional movement area correlating with the placed

position of the formed object in the placement detectable area according to the_selected

character ~~information selected by the selecting unit, and for~~information, and controlling the

character to perform an action according to a predetermined action pattern when the_detected

change ~~detected by the change detecting unit~~ satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including

the whole correlating area so that the character is displayed regardless of the size of the

~~correlating~~two-dimensional movement area and regardless of where in the placement

detectable area a player places the formed object.

    2.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1, the method further comprising:

    determining a direction in the game space correlating with a direction of the

formed object obtained from the input system according to a correlating positional

relationship of the placement detectable area and the two-dimensional movement area,

    wherein ~~the character control unit disposes the character, imitating the figure~~

~~of the formed object placed on the tablet, at a~~controlling the character includes disposing the

character at the position in the ~~correlating~~two-dimensional movement area correlating with

the placed position ~~obtained from the input system with the direction obtained from the input~~

~~system with reference to the correlating area.~~in the determined direction.

    3.   (Canceled)

    4.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1,

    wherein ~~the correlating area setting unit comprises a first size variable unit for~~

setting the size of the ~~correlating area in the game space,~~two-dimensional movement area

includes setting the size of the ~~correlating~~two-dimensional movement area set according to

the~~ selected~~ character ~~information selected by the selecting unit.~~information.

5.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1,

wherein ~~the correlating area setting unit comprises a second size variable unit~~

~~for~~ setting the size of the ~~correlating~~two-dimensional movement area ~~in the game~~

~~space,~~includes setting the size of the ~~correlating area set~~two-dimensional movement area

according to game progress.

6.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1,

wherein the formed object comprises a pressure detecting part embedded

therein for detecting pressure applied thereto from the outside thereof,

the input system comprises a detecting unit for detecting the pressure detected

by the pressure detecting part with predetermined communication,

~~the apparatus obtains~~the method comprising:

obtaining from the input system the pressure detected by the detecting

~~unit,~~unit; and

~~the character control unit controls~~controlling motion and movement of the

character based on the pressure obtained from the input system.

7.   (Currently Amended) ~~Game information for causing~~An image generating

method performed by an apparatus ~~similar to a computer to function,~~including a processor,

the apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a printed matter, which has a character picture printed on the printing surface

thereof, incorporating a coil for performing predetermined communication using an

electromagnetic induction method when placed on the tablet, and a memory for storing

identification information on the printed matter, so that, when the printed matter is placed on

the tablet, the apparatus obtains from the input system a placed position and a direction on the

tablet, and identification information on the printed matter,

~~wherein the apparatus is caused to function as:~~the method comprising:

~~a change detecting unit for~~ detecting a change of the placed position and the

direction obtained from the input system;

~~a selecting unit for~~ selecting character information corresponding to the

identification information obtained from the input system from a plurality of character

information, each of which includes image information on the character printed on the printed

matter and is associated with the identification information on the printed matter;

~~a correlating area setting unit for~~ setting discretionarily a size of a

~~correlating~~two-dimensional movement area correlating with a placement detectable area on

the tablet, and setting ~~a position of the correlating~~the two-dimensional movement area in a

game space;

~~a character control unit for~~ controlling a display position of the character by

disposing the character, printed on the printed matter in the position ~~of the correlating~~in the

two-dimensional movement area correlating with the placed position of the printed matter in

the placement detectable area according to the selected character ~~information selected by the~~

~~selecting unit, and for~~information, and for controlling the character to perform an action

according to a predetermined action pattern when the change detected by the change detecting

unit satisfies a predetermined condition; and

~~an image generating unit for~~ generating an image of the game space including

the whole correlating area so that the character is displayed regardless of the size of the

~~correlating~~two-dimensional movement area and regardless of where in the placement

detectable area a player places the printed matter.

8.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1, wherein

~~the change detecting unit comprises a turn detecting unit for~~detecting the

change includes detecting a turn direction and/or an amount of turn by detecting a change per

predetermined unit time for the direction obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling

the character to perform the action according to the predetermined action pattern when the

turn direction and/or the amount of turn ~~detected by the turn detecting unit~~satisfy the

predetermined condition.

9.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 7, wherein

~~the change detecting unit comprises a turn detecting unit for~~detecting the

change includes detecting a turn direction and/or an amount of turn by detecting a change per

predetermined unit time for the direction obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling

the character to perform the action according to the predetermined action pattern when the

turn direction and/or the amount of turn ~~detected by the turn detecting unit~~satisfies the

predetermined condition.

10.   (Currently Amended) The ~~game information~~image generating method as

claimed in claim 1, wherein

~~the change detecting unit comprises a speed detecting unit for~~detecting the

change includes detecting a speed by detecting a change per predetermined unit time for the

placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the speed ~~detected by the speed detecting unit~~ satisfies the predetermined condition.

11.   (Currently Amended) The ~~game information~~image generating method as claimed in claim 7, wherein

~~the change detecting unit comprises a speed detecting unit for~~detecting the change includes detecting a speed by detecting a change per predetermined unit time for the placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the speed ~~detected by the speed detecting unit~~ satisfies the predetermined condition.

12.   (Currently Amended) The ~~game information~~image generating method as claimed in claim 1, wherein

~~the change detecting unit comprises a path detecting unit for~~detecting the change includes detecting a path by detecting a continuous change of the placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the path ~~detected by the path detecting unit~~ satisfies the predetermined condition.

13.   (Currently Amended) The ~~game information~~image generating method as claimed in claim 7, wherein

~~the change detecting unit comprises a path detecting unit for~~detecting the change includes detecting a path by detecting a continuous change of the placed position obtained from the input system, and

~~the character control unit controls~~controlling the character includes controlling the character to perform the action according to the predetermined action pattern when the path ~~detected by the path detecting unit~~ satisfies the predetermined condition.

14.   (Currently Amended) An information storage medium storing ~~the game information~~a program for causing an apparatus including a processor to perform the image generating method as claimed in claim 1, ~~and being~~the storage medium being readable by the ~~apparatus similar to a computer.~~apparatus.

15.   (Currently Amended) An information storage medium storing ~~the game information~~a program for causing an apparatus including a processor to perform the image generating method as claimed in claim 7, ~~and being~~the storage medium being readable by the ~~apparatus similar to a computer.~~apparatus.

16.   (Currently Amended) A game apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a formed object incorporating a coil for performing predetermined communication with the tablet using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the formed object,

so that the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the formed object when the formed object is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;

a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character

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information, each of which includes image information on a character imitating a figure of the formed object and is associated with the identification information on the formed object;

a correlating area setting unit for setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting ~~a position of the correlating~~the two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the character imitating the figure of the formed object in the position ~~of the correlating~~in the two-dimensional movement area correlating with the placed position of the formed object in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the ~~correlating~~two-dimensional movement area and regardless of where in the placement detectable area a player places the formed object.

17.   (Currently Amended) A game apparatus connected to an input system, the input system comprising:

a tablet using an electromagnetic induction method; and

a printed matter, which has a character picture on a printing surface thereof, incorporating a coil for performing predetermined communication using an electromagnetic induction method when placed on the tablet, and a memory for storing identification information on the printed matter,

so that the apparatus obtains from the input system a placed position and a direction on the tablet, and identification information on the printed matter when the printed matter is placed on the tablet,

the apparatus comprising:

a change detecting unit for detecting a change of the placed position and the direction obtained from the input system;

a selecting unit for selecting character information corresponding to the identification information obtained from the input system out of a plurality of character information, each of which includes image information on a character printed on the printed matter and is associated with the identification information on the printed matter;

a correlating area setting unit for setting discretionarily a size of a ~~correlating~~two-dimensional movement area correlating with a placement detectable area on the tablet, and setting a position of the ~~correlating~~two-dimensional movement area in a game space;

a character control unit for controlling a display position of the character by disposing the ~~character,~~character printed on the printed matter in the position ~~of the~~ ~~correlating~~in the two-dimensional movement area correlating with the placed position of the printed matter in the placement detectable area according to the character information selected by the selecting unit, and for controlling the character to perform an action according to a predetermined action pattern when the change detected by the change detecting unit satisfies a predetermined condition; and

an image generating unit for generating an image of the game space including the whole correlating area so that the character is displayed regardless of the size of the ~~correlating~~two-dimensional movement area and regardless of where in the placement detectable area a player places the printed matter.

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